



Inside The Imperial Armory

New Weapons Technology for the Star Wars RPG

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This article presents four new weapons that the Imperial forces might use against Rebels. These may also fall into the characters' hands during a mission.

Flex-Barrel Blaster

The call for a weapon capable of being fired from a concealed, defensive position went out shortly before the Battle of Hoth. As the Rebellion wore on, Imperial High Command began to worry about the level of attrition among its forces -- particularly with regards to the elite Stormtrooper corps. The problem was most acute in street-fighting, as the Uprising of Galan City on Terrin IV demonstrated. In the house-to-house fighting, the need for a weapon capable of firing from concealed positions was made painfully clear. Rebel snipers took a horrendous toll on the assault forces tasked with taking back the seat of government. Essentially, they wanted a blaster rifle capable of firing around corners.

The problem was solved by the Munitions Ministry Technical Office, specifically by Colonel Jan Linn. She conceived of a blaster rifle with a barrel that could bend 90 degrees in any direction -- up and down, side to side. The flex-barrel design actually worked, with only a marginal increase in weight and inaccuracy. It was also determined that due to the greater energy discharge required for each shot by this unusual blaster, the barrel would become fused after approximately 100 shots.

The most daunting task was developing a sighting apparatus. After several failures, a holoscopic visor-sight was developed which would allow the soldier to fire the weapon

accurately around a corner. Linked to a miniature holorecorder mounted above the blaster muzzle, the visor displays whatever the rifle is aimed at, irrespective of the firer's head position. This ingenious design was not without its faults, however, as the holorecorder is relatively fragile. Weapon break-downs in combat have been an unfortunate repercussion, though instructing troopers in basic weapon repair can minimize the inconvenience.

Another drawback is the limited range to which the bent-barrel blaster is effective. After 100 meters, the blaster fire begins to diffuse, due to the weapon's greater power discharge. At close range, however, the weapon remains deadly. As street-fighting is renowned for savage, close-quarter combat, it seems that Colonel Linn has successfully fulfilled the requirements of Imperial High Command. Currently, 30,000 units are on order.

Model: SoroSuub S1 "Flex-Barrel" Blaster Rifle

Scale: Character

Skill: Blaster: flex-barrel rifle

Range: 3-30/100/300

Damage: 5D/4D/3D

Ammo: 100

Cost: 2,000

Availability: X

Notes: Accuracy is affected by the weight and unusual design (-2 to blaster skill); after 100 shots, a new barrel must be purchased for 1,000 credits; whenever a Mishap occurs, the gamemaster may decide the holorecorder has been damaged -- assuming the character has spare parts (worth 500 credits), she may repair the weapon on a Moderate blaster repair roll.

Seeker Mortar

MerrSonn and Industrial Automaton have recently developed the first intelligent, terminally-guided, anti-armour munition. The joint venture's Seeker mortar munition has recently undergone a series of successful tests, defeating AT-ST armour at a truly impressive range. These tests demonstrated the Seeker's ability to perform the full sequence of "target acquisition, lock-on and self-guidance" against both stationary and moving targets. It could also steer itself out of ballistic trajectory in order to strike.

Development of the Seeker mortar began a year after Endor, as New Republic forces became more mechanized and thus lethal. It was designed to make infantry highly effective against armoured vehicles and, to a lesser extent, fortifications.

The Seeker is handled and launched like any conventional mortar munition. After being fired, rear-mounted fins and side-mounted wings deploy to provide aerodynamic stability and directional control. Upon reaching the peak of its trajectory, a scanner locks onto the most appropriate enemy target, with first priority given to any moving

vehicle. A top-secret data processing unit, developed by Industrial Automaton, ensures impact with the most vulnerable point on top of the target. As trials have established, the scanner can operate over a wide range of climatic and terrain conditions.

The emphasis during production has been on affordability, simplicity and effectiveness. These criteria have been met without sacrificing striking power and range (up to 4 km). Unlike other infantry support weapons, the Seeker mortar is an "indirect fire" system: it does not require line-of-sight to the target, with the resulting operator vulnerability. Its low cost allows the Seeker to be stocked in significant quantities and its simplicity ensures that it may be readily incorporated into any force structure.

The Empire has since begun large scale production of the Seeker mortar, and limited sales have been made to independant buyers (notably the Aqualish Enclave).

Model: MerrSonn/Industrial Automaton Seeker Mortar

Type: Portable anti-armor "smart" mortar

Scale: Speeder

Skill: Missile weapons: seeker mortar

Ammo: 1

Cost: 6,000 credits (launcher), 600 credits (munition)

Availability: R

Range: 100-500/2km/4km

Damage: 8D

Droid Brain: Scanners 4D

Notes: The weapon's simplicity, independant data processing ability, and scanner system makes the Seeker mortar very easy to use. If the droid brain is able to make a successful scanners roll to acquire a target (sensor jammers, masks, etc. oppose this roll), then the user gets +1D to his attack roll.

Upon successfully acquiring a target, the droid brain determines the most vulnerable location and alter the munition's trajectory accordingly. Thus the weapon impacts with more damage, depending on the result of the roll: Very Easy = +1 damage; Easy = +2 damage; Moderate = +1D damage; Difficult = +1D+1 damage; Very Difficult = +1D+2 damage; Heroic = +2D damage

Should the Droid brain fail, the weapon acts as a "dumb" munition, impacting along its trajectory.

Laser Projectors

As rebel strike fighters began to take a greater toll on both merchant vessels and small Imperial warships, the Imperial Navy began looking at ways to combat this new threat. Increasing the armament of most warships would have been cost prohibitive and require lengthy periods in dry dock to effect the modifications. Likewise, adequately arming merchant vessels would be too expensive, as well as unsound strategically (too

many merchant vessels fall into the hands of the Rebel Alliance). Convoys are affordable for only the most valuable cargos and in the most threatened spacelanes. Some large merchant vessels have been modified to carry two TIE fighters suspended on hull-racks, but this is beyond the resources of most shipping companies and stretches the resources of the Navy.

One final solution, while limited in effectiveness, is cheap. Ships can be retrofitted with close-range laser projectors, capable of temporarily blinding pilots just as they begin their attack runs. While the small lasers are powerful enough to penetrate helmet visors, they do not drain much power. They simply plug into a ship's power grid, making installment quick and easy. The system can either be manually or computer-guided to lock onto it's targets. Once locked on, the projectors automatically fire beams of blinding light to a range of over 10 km.

This weapon, however, is only a last-chance defensive system, hampered by limited range. Perhaps it will allow vessels to survive long enough to make the jump to hyperspace or otherwise reach safety.

Skill: Starship gunnery: laser projector

Fire Control: 2D+1

Space Range: 1-2/5/10

Damage: 5D (special)

Stun: -1D to all actions that round

Wounded: -2D to all actions that round

Incapacitated: -3D to actions that round, -1D the next D6 rounds

Mortally Wounded: Permanent damage (-1D to sight related actions)

Cost: 1,000 cr

Broadsword-class Minelayer

Shortly after the battle of Endor, the Imperial navy ordered 20 cruisers which were totally different in design and purpose from any previous ship built under the New Order. Classified as Cruiser/Minelayers (CMLs) and intended for offensive minelaying in Republic space, they were designed with high speed and excellent armament.

Previously, obsolete warships were modified by the Imperial navy for use as minelayers. These vessels were generally slow, poorly armed and expensive to maintain. These weaknesses were overlooked before Endor: the Rebellion had few capital ships with which to engage Imperial minelayers; they were generally used to blockade a rebellious planet within Imperial controlled space, often under escort; and the resources of the Empire seemed limitless, so the expense was not deemed a concern

All that changed with the defeat at Endor, and the subsequent loss of numerous key star systems. With the resources available to the Empire shrinking, the strength of the New Republic growing, and the new demands of operating offensively in enemy-controlled

space, the Imperial navy decided that it required a newly-designed, dedicated minelayer.

The Broadsword-class minelayers are powered by advanced engines, granting them the speed to evade larger warships and the range to operate deep within New Republic space. Six turbolaser batteries provide armament sufficient to ward off corvettes, frigates and fighters. Disguise is further protection, as the Broadsword-class was designed with a profile and scanner signature almost identical to a Nebulon B frigate.

Though smaller than other Imperial cruisers, the Broadwords are nonetheless impressive fighting vessels, even ignoring their capacity to deploy 400 mines. They are very maneuverable, adequately shielded, and have been outfitted with the latest in fire-control computers. As a result, the 20 Broadsword-class minelayers have also been used in roles they were not originally intended to perform -- as scouts, blockade runners, picket vessels in the battle line, and commerce raiders.

Craft: Telgorn Corp Broadsword-class minelayer

Type: Cruiser/Minelayer

Scale: Capital

Length: 300 meters

Skill: Capital ship piloting: Broadsword-class minelayer

Crew: Skeleton 120, with Command 5D. Total 360

Crew Skill: Capital Ship Piloting 4D+1, Capital Ship Shields 3D, Starship Sensors 3D, Capital Ship Gunnery 4D, Astrogation 3D

Passengers: 50

Cargo Capacity: 1,000 metric tons

Consummables: 6 months

Hyperdrive multiplier: x1

Hyperdrive backup: x12

Nav Computer: Yes

Maneuverability: 2D+1

Space: 7

Hull: 3D

Shields: 2D

Sensors: Passive 40/1D, Scan 80/2D, Search 100/3D, Focus 5/4D

Weapons: 6 Turbolaser batteries

Fire Arc: 1 front, 2 right, 2 left, 1 rear.

Crew: 1 or 2

Skill: Capital Ship Gunnery

Fire Control: 4D+2

Space Range: 3-15/ 36/75

Damage: 4D, 400 Mines (damage 3D)

Morellian Slug

A new Imperial torpedo, designed for use against shipping in harbor or spacedock. The basic weapon is a standard capital ship concussion missile, extensively modified with the latest anti-sensor devices, smart homing system, and a battery power source which both provides for lengthy operating time and lessened power signature.

The slug is generally launched from a military vessel laying in the outer reaches of a system or from a modified commercial vessel operating covertly. Since the slug is dropped, rather than propelled, this action is difficult to detect. The torpedo then makes it's way slowly toward a spacedock, where it may lay in wait, dormant, for up to four days. The droid brain locks onto a target capital ship, and begins an attack run.

The torpedo is longer than the standard concussion missile, thus requiring modification to the weapon tubes before a vessel may use the slug. Another weakness is that the top speed of the torpedo is such that even a dreadnought can outrun it, should it be detected. Despite these drawbacks, they have been used extensively against such prime targets as Sluis Van and Coruscant, and are capable of causing considerable disruption.

Model: Morellian Weapons Conglomerate T3 "Slug" torpedo

Scale: Capital

Skill: Capital Ship Weapons: Concussion Missile

Cost:

Availability: R

Range: Intrasystem (movement only); 1/3/6 (attack run)

Speed: 2

Sensors: Focus 4D

Damage: 6D

Droid Brain: Capital Ship Weapons: Concussion Missile 4D, Sensors 4D Notes: A torpedo is launched successfully with an easy Concussion Missile roll, after which the droid brain takes over. It then moves into position, obscured by it's sensor masks (opposing sensor tests between torpedo and ship)

* **Ship wins:** Detects torpedo

* **Torpedo wins by 1-6:** Torpedo detected immediately upon move.

* **Torpedo wins by 7-12:** Torpedo detected halfway through attack run.

* **Torpedo wins by 13+:** No chance of detection.

